



VET GATE and CREWING Procedure

A crewing routine where everyone knows their jobs will make the ride a much more enjoyable experience for the rider, crew and especially your horse. Plan ahead

Before the ride

1. Pack car (see crewing list.) Think about what you will need and when you need to access it
 - bucket with lid
 - sloshes in container
 - feed in lidded buckets
 - electrolytes (with a syringe) and hoof pick easy to get at
 - EGB handbook current edition with important pages book marked or highlighted
2. Laminate copies of the driver's route to crew points, the ride map and the riders timing sheet. I suggest you laminate the map and times for yourself as well. It is **strongly** recommended at a long ride 64km +(GER or CER) or at an FEI ride you drive the route the day before

Set vet gate up before rider starts

Vet gate set up away from the madding crowd in hot weather in shade or have a sunshade. In cold weather as out of the wind as possible.

- selection of feed, water etc
- numnahs etc put in plastic bags then into a waterproof box
- a waterproof box containing waterproof rugs and coolers
- Stethoscope
- Clock on ride time
- Water containers or water boy
- Fill Buckets with water ready useful to have a couple of small buckets and sponges
- Sweat scraper
- If hot ice in cool box. (you can freeze squash bottles full of water instead of buying ice).

At Ride

HAVE AT LEAST ONE WATCH ON 12 O'clock as rider starts..

- slosh and water at points already agreed





- always be at vet gate or finish ready with cooler/rug/waterproof
- know who is picking card up and who is doing what before you start
- get tack and boots if warn off –Do not feed until you have past the vet - take pulse, must be 64 bpm or below to present, present as near to 64 as you dare check feet if ready GO
- put on rider number and take card. Walk slowly, keep everything quiet unhurried
- present card to Vet in time. Within 20 minutes at half way and vet gates. The clock is still ticking so the quicker the better. 30 minutes at finish.
- check time out on card as you come out, know what time you have to restart
- if not ready, slosh-wash- scrape –walk- take pulse
- in hot weather use ice on large veins in hind leg/ on head/ on length of throat/ on jugular. Some horses you can ice the water, but not all
- in cold weather use the weather to cool the horse down and rug, feel the horse's body
- have someone good to run up the horse, leave rider to rest
- keep horse warm or cool, depending on weather
- after the vetting someone must wait for card and keep an eye on the time for the represent or next loop. That is why you have a clock on ride time.
- take horse back to hold area; feed offering a selection of food and water
- clean horse, change numnah etc
- feed and water rider
- walk the horse before any represent and re-take pulse. Monitor its temperature and do not let it get too hot or too cold, you might need more water or ice.
- tack up five mins before leaving or straight after represent (you represent when asked 15 minutes before you are due to leave) in longer rides or at vet's request
- syringe electrolytes into horse, only when doing longer rides just before you mount to leave.

